

UFO Duel Site Testing							
Test Execution Report							
Test Case	Description	Step #	Step Description	Expected Result	Actual Result	Pass/Fail	Comments
TC001	Validate HTML code using W3C HTML Validator						
		1 2 3	Navigate to the W3C HTML Validator at <a href="https://validator.w3.org/">https://validator.w3.org/</a> In the address bar on the validate by URI tab enter the following address  <a href="https://mattbcoding.github.io/ufoduel/">https://mattbcoding.github.io/ufoduel/</a>	Validator page displayed   validator check returns no errors	   validator check returns no errors or warnings	   PASS	   <a href="https://validator.w3.org/nu/?doc=https%3A%2F%2Fmattbcoding.github.io%2Fufoduel%2F">https://validator.w3.org/nu/?doc=https%3A%2F%2Fmattbcoding.github.io%2Fufoduel%2F</a>
TC002	Validate CSS code using W3C CSS Validator						
		1 2 3	Navigate to the W3C CSS Validator at <a href="https://jigsaw.w3.org/css-validator/">https://jigsaw.w3.org/css-validator/</a> In the address bar on the validate by URI tab enter the following address  <a href="https://mattbcoding.github.io/ufoduel/">https://mattbcoding.github.io/ufoduel/</a>	Validator page displayed   validator check returns no errors	   validator check returns no errors	   PASS	   <a href="https://jigsaw.w3.org/css-validator/validator?url=https%3A%2F%2Fmattbcoding.github.io%2Fufoduel%2F&amp;profile=css3svg&amp;usermedium=all&amp;warning=1&amp;vextwarning=&amp;lang=en">https://jigsaw.w3.org/css-validator/validator?url=https%3A%2F%2Fmattbcoding.github.io%2Fufoduel%2F&amp;profile=css3svg&amp;usermedium=all&amp;warning=1&amp;vextwarning=&amp;lang=en</a>  The report does include 64 warnings which relate to the use of CSS variables and -webkit- or -moz- prefixes
TC003	Validate JavaScript code using JSHint validator						
		1 2 3 4  5	Navigate to JSHint validator at <a href="http://jshint.com">jshint.com</a> Click on configure above the Metrics report enable 'New JavaScript features (ES6)' under Assume Click on configure above the Metrics report to close options  Copy and paste code from app.js file	Validator page displayed     validator check returns no errors	     validator returns no errors	     PASS	     Metrics There are 86 functions in this file. Function with the largest signature take 2 arguments, while the median is 0. Largest function has 81 statements in it, while the median is 2. The most complex function has a cyclomatic complexity value of 33 while the median is 1.
TC004	Validate Accessibility of site using WAVE web accessibility evaluation tool from webaim						
		1 2 3	navigate to <a href="http://wave.webaim.org">wave.webaim.org</a> enter <a href="https://mattbcoding.github.io/ufoduel/">https://mattbcoding.github.io/ufoduel/</a> into the webpage address input field on the page press the arrow pointing right in the input field or press enter	the report should generate   check report contains no errors or alerts	   Report returns 3 errors 1 alert and multiple passes in all over areas. No contrast or text sizing issues.	   PASS	   Report returns with 3 errors relating to empty label fields on the custom toggle switches and custom slider bar. The webaim suggestion solution of having an appropriate title or heading located with the form item is already in place for screen readers. Therefore error ignored. The warning relates to h3 missing in modals, the main modal heading is a h2 whilst the sub headings inside the modal are h4's.
TC005	Validate site text and game tile aria labels work appropriately when using a screen reader.						
		1  2 3 4 5  6 7  8  9  10	Open Google Chrome  locate the three vertical dots usually top right of the browser for the menu select settings in the settings select Extensions from the left hand menu select the menu from the three line hamburger icon and select open chrome web store  search the store for screen reader Screen Reader is an app extension offered by <a href="http://chrome.google.com">chrome.google.com</a> select and install the extension  Once installed navigate to <a href="https://mattbcoding.github.io/ufoduel/">https://mattbcoding.github.io/ufoduel/</a>  open the rules modal  close the rules modal and open the settings modal	opens the menu for chrome opens the settings menu opens the extensions page  opens the google chrome extensions store screen reader extension should be top of the returned options  The screen reader should read the site only reading the heading initially, and then reading each button as you select it the rules modal should open and the screen reader should read the content when you select it the rules modal should close and the settings modal should open	     screen reader reads site heading   screen reader reads the content selected	     PASS   PASS	

		11 close the settings modal 12 click play classic 13 click start	the screen reader should read the settings modal when you select the elements	screen reader reads the selected elements	PASS	
		14 using the tab key tab through the game tiles and check that the screen reader announces what each tile is 15 play a round of the game	the screen reader should read out each tiles name informing the reader which tile is which	the screen reader provides the user with the name of each tile as they are selected or focused on with keyboard	PASS	
		16 when the result appears in the scoreboard select the scrolling text	the screen reader should announce the result informing the player the result of the round.	the screen reader reads the text when it is hovered over	PASS	
TC006	Test responsiveness of website on all screen sizes using Chrome Browser					
		1 Open Chrome browser 2 Navigate to https://mattbcoding.github.io/ufo-duel/ 3 check favicon appears in tab title 4 right click and select inspect from pop up menu in the toolbar at the top of the page, select the drop down menu for the zoom % and select auto-adjust zoom 5 click on the responsive drop down menu and select the following devices one at a time - then check that each page appears correctly in portrait orientation - in landscape orientation the screen should revert to a longer version and be scrollable. 6 iPad Pro 7 iPad 8 iPad Mini 9 iPhone X 10 iPhone 6/7/8 Plus 11 iPhone 6/7/8 12 iPhone 5/SE 13 Galaxy S5 14 Pixel 2 15 Pixel 2XL 16 set device to responsive and use the bars on the edge of the screen with two lines to adjust the screen resolution.  17 test that the size of elements adjusts as the width of the screen decreases with no element appearing squashed or leaving its designated areas.  18 test that when the screen height goes below 900px, whilst the width is greater than the height, the screen becomes scrollable.	Website is displayed correctly favicon appears developer tools open  auto zoom adjust selected	Website displays correctly favicon appears       site displays correctly site displays correctly site displays correctly site displays correctly site displays correctly site displays correctly site displays correctly site displays correctly site displays correctly  site displays correctly  elements adjust in size in relation to width site becomes scrollable when height smaller than width at heights below 900px	PASS PASS       PASS PASS PASS PASS PASS PASS PASS PASS PASS  PASS  PASS  PASS	
TC007	Test responsiveness of website on all screen sizes using Firefox Browser					
		1 Open Firefox Browser 2 Navigate to https://mattbcoding.github.io/ufo-duel/ 3 check favicon appears in tab title 4 right click and select inspect from pop up menu in the toolbar at the top of the page, select the drop down menu for the zoom % and select auto-adjust zoom 5 set device to responsive and use the bars on the edge of the screen with two lines to adjust the screen resolution.  6 test that the size of elements adjusts as the width of the screen decreases with no element appearing squashed or leaving its designated areas.  7 test that when the screen height goes below 900px, whilst the width is greater than the height, the screen becomes scrollable.	Website is displayed correctly favicon appears developer tools open  auto zoom adjust selected   all elements should resize accordingly depending on the width of the browser window where the window is below 900px in height but is wider than the height, the page should be scrollable.	Website displays correctly favicon appears      all elements correctly respond on retest site becomes scrollable when height smaller than width at heights below 900px	PASS      PASS  PASS	button sizes in quit modal appear too large. Added a max height attribute to them within the CSS file. Styling on the rounds needed slider appearing incorrectly, values adjusted within CSS file and retested
TC008	Test responsiveness of website on all screen sizes using Opera Browser					
		1 Open Opera Browser 2 Navigate to https://mattbcoding.github.io/ufo-duel/ 3 check favicon appears in tab title	Website is displayed correctly favicon appears	Website displays correctly favicon appears	PASS PASS	

		4	right click and select inspect from pop up menu	developer tools open		PASS	
		5	in the toolbar at the top of the page, select the drop down menu for the zoom % and select auto-adjust zoom	auto zoom adjust selected		PASS	
		6	set device to responsive and use the bars on the edge of the screen with two lines to adjust the screen resolution.				
		7	test that the size of elements adjusts as the width of the screen decreases with no element appearing squashed or leaving its designated areas.	all elements should resize accordingly depending on the width of the browser window	all elements correctly respond	PASS	
		8	test that when the screen height goes below 900px, whilst the width is greater than the height, the screen becomes scrollable.	where the window is below 900px in height but is wider than the height, the page should be scrollable.	site becomes scrollable when height smaller than width at heights below 900px	PASS	
TC009	Test responsiveness of website on all screen sizes using Safari Browser(Mac required)						
		1	Open Safari browser on mac device			PASS	
		2	Navigate to https://mattbcoding.github.io/ufoduel/	Website is displayed correctly	Website displays correctly	PASS	
		3	check favicon appears in tab title	favicon appears	favicon appears	PASS	
		4	right click and select inspect from pop up menu	developer tools open		PASS	
		5	in the toolbar at the top of the page, select the drop down menu for the zoom % and select auto-adjust zoom	auto zoom adjust selected		PASS	
		6	set device to responsive and use the bars on the edge of the screen with two lines to adjust the screen resolution.				
		7	test that the size of elements adjusts as the width of the screen decreases with no element appearing squashed or leaving its designated areas.		all elements correctly respond	PASS	
		8	test that when the screen height goes below 900px, whilst the width is greater than the height, the screen becomes scrollable.		site becomes scrollable when height smaller than width at heights below 900px	PASS	
TC010	Test display of noscript message by disabling JavaScript in browser options						
		1	Open browser				
		2	For Google Chrome:				
		3	-open settings				
		4	-navigate to "Privacy and security"				
		5	-select "Site Settings"				
		6	-scroll down to "Content" options				
		7	-select "JavaScript"				
		8	-change "default behaviour" to "<>Don't allow sites to use JavaScript"	Home page displayed	home page is displayed	PASS	
		9	Navigate to https://mattbcoding.github.io/ufoduel/				
		10	Repeat steps 2 to 8 to re-enable JavaScript in the browser	JavaScript needed error message displayed in center of screen	error message appears in center of screen	PASS	
TC011	Test Main Menu Button Functionality						
		1	Navigate to https://mattbcoding.github.io/ufoduel/		All buttons visible	PASS	
		2	Ensure the following menu buttons are visible				
		3	Play Classic	Opens enter name screen - press start to ensure classic version of game appears	opens name and game screen correctly	PASS	
		4	Play Spock	Opens enter name screen - press start to ensure spock version of game appears	opens name and game screen correctly	PASS	
		5	Rules	Opens Rules Modal	opens rules modal correctly	PASS	
		6	Settings	Opens Settings Modal	opens settings modal correctly	PASS	
TC012	Test Rules Modal Functionality						
		1	Navigate to https://mattbcoding.github.io/ufoduel/			PASS	
		2	click on rules button	Opens Rules Modal	rules modal opens	PASS	
		3	click on close X in the top right corner of the modal to close	Closes Rules Modal	rules modal closes	PASS	
		4	click on rules button	Opens Rules Modal	rules modal opens	PASS	
		5	click outside the rules modal to close	Closes Rules Modal	rules modal closes	PASS	
		6	click on rules button	Opens Rules Modal	rules modal opens	PASS	
		7	resize screen to force modal content to need a vertical scrollbar	When screen narrow enough, modal should have its own vertical scroll bar	modal content large enough for scroll bar to appear at all times up to 2244px browser height	PASS	
TC013	Test Settings functionality						
		1	Navigate to https://mattbcoding.github.io/ufoduel/				

		2	click on settings button		settings modal opens	PASS	
		3	click on close X in the top right corner of the modal to close		settings modal closes	PASS	
		4	click on settings button		settings modal opens	PASS	
		5	click outside the settings modal to close		settings modal closes	PASS	
		6	click on settings button		settings modal opens	PASS	
		7	click on the game difficulty toggle	toggle should move to opposite side	toggle switch moves correctly	PASS	
		8	click on the rounds wanted track	slider handle should move to location clicked on the track	handle moves correctly	PASS	
				rounds wanted numeric indicator below track should increase or decrease	round numeric indicator updates to correct value	PASS	
		9	click and drag on the rounds wanted handle	handle should move with mouse movement	handle moves correctly	PASS	
				rounds wanted numeric indicator below track should increase or decrease	round numeric indicator updates to correct value	PASS	
		10	click on the colour mode toggle	toggle should move to opposite side	toggle switch moves correctly	PASS	
		11	click on the colour mode toggle	colours used throughout site should change	colours change correctly	PASS	
				toggle should move to opposite side	colours revert correctly	PASS	
				colours used throughout site should revert back to original	colours revert correctly	PASS	
TC014 Test Settings functionality in game							
		1	Navigate to <a href="https://mattbcoding.github.io/ufoduel/">https://mattbcoding.github.io/ufoduel/</a>				
		2	click on settings button	toggle should move to opposite side	toggle switch moves correctly	PASS	
		3	click on the game difficulty toggle to set difficulty to hard				
		4	click and drag on the rounds wanted handle	handle should move with mouse movement	handle moves correctly	PASS	
				rounds wanted numeric indicator below track should increase or decrease	indicator changes correctly	PASS	
		5	set rounds wanted to 3	numeric indicator should display the number 3	set correctly to three	PASS	
		6	exit settings modal via either clicking on X in top right, or clicking outside modal	settings modal should close	modal closed correctly	PASS	
TC014A Test hard mode in Classic							
		1	click on play classic	game should change to enter name screen	game changes to enter name screen	PASS	
		2	click on start button	classic game should start	classic game starts	PASS	
				classic game has three grey ufo's in the middle and one red boss ufo	elements display correctly	PASS	
		3	select one of the grey game tiles at random each round until you either win the round or lose the round				
		4	if you win the round - for the next hand play the tile the AI previously played	player should win hand if hard mode active	AI choice as expected	PASS	
		5	if you lose the round - for the next hand play the tile that the AI previously played	player should win hand if hard mode active	AI choice as expected	PASS	
		6	repeat hand selection steps until you have won three rounds	Game should change to end game you win screen	end screen displayed correctly with correct message	PASS	
TC014B Test End game you win screen							
		1	click on return to menu button	game should return to main menu	game returns to main menu correctly	PASS	
TC014C Test hard mode in spock game mode							
		1	click on play spock button	game should change to enter name screen	game changes to enter name screen correctly	PASS	
		2	click on start button	spock game should start	spock game starts correctly	PASS	
				spock game has five grey ufo's in the middle and one red boss ufo	elements display correctly	PASS	
		3	select one of the grey game tiles at random each round until you either win the round or lose the round				
		4	if you win the round - for the next hand the AI should choose to play a hand that would beat your previous selection	confirm AI move in following hand matches hard mode pattern	AI choice as expected	PASS	
		4a	so if you win with rock, the AI should choose either paper or spock				
		4b	if you win with paper, the AI should choose either scissors or lizard				
		4c	if you win with scissors, the AI should choose either rock or scissors				
		4d	if you win with spock, the AI should choose either paper or lizard				

		5	if you lose the round - for the next hand the AI should choose to play a hand that would beat the hand that beats the hand it just played. so if the AI wins with rock - it will assume you will play to beat rock with paper	confirm AI move in following hand matches hard mode pattern	AI choice as expected	PASS	
		5a	or spock next hand, so it will play lizard				
		5b	if the AI wins with paper, it will play rock next				
		5c	if the AI wins with scissors, it will play paper next				
		5d	if the AI wins with lizard, it will play spock next				
		5e	if the AI wins with spock, it will play scissors next				
		6	repeat hand selection steps until you have won three rounds	game should change to end game you win screen	game changes to the appropriate screen	PASS	
		7	click on return to menu button	game should return to main menu	game returns to main menu correctly	PASS	
TC014D Test overall loss in classic game hard mode							
		1	click on play classic button	game should change to enter name screen	game changes to enter name screen correctly	PASS	
		2	click on start button	game should change to classic game screen	game changes to classic game screen correctly	PASS	
			select one of the grey game tiles at random each round until you either win the round or lose the round				
		3					
		3a	if you win - play the same hand again	you should lose next round	lost round correctly	PASS	
		3b	if you lose to rock play next hand with paper	you should lose the round	lost round correctly	PASS	
		3c	if you lose to paper play next hand with scissors	you should lose the round	lost round correctly	PASS	
		3d	if you lose to scissors play next hand with rock	you should lose the round	lost round correctly	PASS	
				game should change to end game you lose screen	game changes to correct end game screen	PASS	
		4	continue to lose rounds until the AI has won three rounds				
TC014E Test overall loss in spock game hard mode							
		1	click on play spock button		game changes to enter name screen correctly	PASS	
		2	click on start button		game changes to spock game mode correctly	PASS	
			select one of the grey game tiles at random each round until you either win the round or lose the round				
		3					
		4	if you win - play the same hand again	you should lose the round	lost round correctly	PASS	
		4a	if you lose to rock play next hand with paper or spock	you should lose the round	lost round correctly	PASS	
		4b	if you lose to paper play next hand with scissors or lizard	you should lose the round	lost round correctly	PASS	
		4c	if you lose to scissors play next hand with rock or spock	you should lose the round	lost round correctly	PASS	
		4d	if you lose to lizard play next hand with scissors or rock	you should lose the round	lost round correctly	PASS	
		4e	if you lose to spock play next hand with paper or lizard	you should lose the round	lost round correctly	PASS	
				game should change to end game you lose screen	game changes to correct end game screen	PASS	
		5	continue to lose rounds until the AI has won three rounds				
		6	click on return to menu button	game should return to main menu	game returns to main menu correctly	PASS	
TC014F Test in game modals - classic hard mode							
		1	click on play classic button	enter name screen should open	game changes to enter name screen correctly	PASS	
		2	click on start button	classic game screen should open	game changes to classic game screen correctly	PASS	
		3	click on rules button	rules modal with instructions for classic game mode should open	rules modal opens correctly with correct content	PASS	
		4	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		5	click on X to close modal	modal should close	modal closes correctly	PASS	
				rules modal with instructions for classic game mode should open	rules modal opens correctly with correct content	PASS	
		6	click on rules button	modal should open	content	PASS	
		7	click outside of modal	modal should close	modal closed correctly	PASS	
		8	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		9	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		10	click on X to close modal	modal should close	modal closed correctly	PASS	
		11	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		12	click outside of modal	modal should close	modal closed correctly	PASS	
		13	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		14	click on stay and fight button	modal should close	modal closed correctly	PASS	
		15	click on quit button	quit modal should open	quit modal opens correctly	PASS	

		16	click on quit button inside modal	game should return to main menu	game changes to main menu correctly	PASS	
TC014G	Test in game modals - spock hard mode						
		1	click on play spock button	enter name screen should open	game changes to enter name screen correctly	PASS	
		2	click on start button	spock game screen should open	game changes to spock game mode correctly	PASS	
		3	click on rules button	rules modal with instructions for spock game mode should open	rules modal opens correctly with correct content	PASS	
		4	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		5	click on X to close modal	modal should close	modal closed correctly	PASS	
		6	click on rules button	rules modal with instructions for classic game mode should open	rules modal opens correctly with correct content	PASS	
		7	click outside of modal	modal should close	modal closed correctly	PASS	
		8	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		9	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		10	click on X to close modal	modal should close	modal closed correctly	PASS	
		11	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		12	click outside of modal	modal should close	modal closed correctly	PASS	
		13	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		14	click on stay and fight button	modal should close	modal closed correctly	PASS	
		15	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		16	click on quit button inside modal	game should return to main menu	game changes to main menu correctly	PASS	
TC014H	Test in game modals - classic easy mode						
		1	click on settings button		settings modal opens correctly	PASS	
		2	click on game difficulty toggle to change game mode back to easy	toggle should move to opposite side	toggle switch moves correctly	PASS	
		3	click outside of modal to close modal	modal should close	modal closed correctly	PASS	
		4	click on play classic button	enter name screen should open	game changes to enter name screen correctly	PASS	
		5	click on start button	classic game screen should open	game changes to classic game screen correctly	PASS	
		6	click on rules button	rules modal with instructions for classic game mode should open	rules modal opens correctly with correct content	PASS	
		7	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		8	click on X to close modal	modal should close	modal closed correctly	PASS	
		9	click on rules button	rules modal with instructions for classic game mode should open	rules modal opens correctly with correct content	PASS	
		10	click outside of modal	modal should close	modal closed correctly	PASS	
		11	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		12	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		13	click on X to close modal	modal should close	modal closed correctly	PASS	
		14	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		15	click outside of modal	modal should close	modal closed correctly	PASS	
		16	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		17	click on stay and fight button	modal should close	modal closed correctly	PASS	
		18	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		19	click on quit button inside modal	game should return to main menu	game changes to main menu correctly	PASS	
TC014I	Test in game modals - spock easy mode						
		1	click on play spock button	enter name screen should open	game changes to enter name screen correctly	PASS	
		2	click on start button	spock game screen should open	game changes to spock game mode correctly	PASS	
		3	click on rules button	rules modal with instructions for spock game mode should open	rules modal opens correctly with correct content	PASS	
		4	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		5	click on X to close modal	modal should close	modal closed correctly	PASS	
		6	click on rules button	rules modal with instructions for classic game mode should open	rules modal opens correctly with correct content	PASS	
		7	click outside of modal	modal should close	modal closed correctly	PASS	
		8	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		9	hover mouse over close icon X top right of modal	background of X should change to red	background of X changes correctly	PASS	
		10	click on X to close modal	modal should close	modal closed correctly	PASS	

		11	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		12	click outside of modal	modal should close	modal closed correctly	PASS	
		13	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		14	click on stay and fight button	modal should close	modal closed correctly	PASS	
		15	click on quit button	quit modal should open	quit modal opens correctly	PASS	
		16	click on quit button inside modal	game should return to main menu	game changes to main menu correctly	PASS	
TC015	Test game functionality - easy mode classic						
		1	click on play classic button	game should change to enter name screen	game changes to enter name screen correctly	PASS	
		2	click on start button	game should change to classic game screen	game changes to classic game screen correctly	PASS	
		3	select one of the grey game tiles at random each round until you win three rounds in total	the game should change to the you win end game screen	game changes to the correct end game screen	PASS	
		4	if you lose three rounds	the game should change to the you lose end game screen	game changes to the correct end game screen	PASS	
		5	click on the return to menu button		game changes to the main menu correctly	PASS	
		6	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose	the game should change to the appropriate end game screen	game displays the correct end game screen with the correct content	PASS	
TC015A	Test game functionality - easy mode spock						
		1	click on play spock button	game should change to enter name screen	game changes to enter name screen correctly	PASS	
		2	click on start button	game should change to spock game screen	game changes to spock game mode correctly	PASS	
		3	select one of the grey game tiles at random each round until you win three rounds in total	the game should change to the you win end game screen	game changes to the correct end game screen	PASS	
		4	if you lose three rounds	the game should change to the you lose end game screen	game changes to the correct end game screen	PASS	
		5	click on the return to menu button		game changes to the main menu correctly	PASS	
		6	repeat steps to test alternative ending, if you lost overall repeat until you win, if you won overall repeat until you lose	the game should change to the appropriate end game screen	game displays the correct end game screen with the correct content	PASS	
TC016	Test enter name screen						
		1	Navigate to <a href="https://mattbcoding.github.io/ufoduel/">https://mattbcoding.github.io/ufoduel/</a>		Website displays correctly	PASS	
		2	click on play classic button	game should change to enter name screen	game changes to enter name screen correctly	PASS	
		3	hover mouse over back button top left of central box	icon should change colour to red	icon changes colour correctly	PASS	
		4	click on back button	game should return to main menu	game changes to main menu correctly	PASS	
		5	click on play classic button	game should change to enter name screen	game changes to enter name screen correctly	PASS	
		6	click inside the input field and enter "aBc DeF"				
		7	press enter	game should display error message and clear input field	error message appears correctly and input field reset	PASS	
		8	click back button	game should return to main menu	game returns to main menu correctly	PASS	
		9	click on play classic button	game should change to enter name screen	game changes to enter name screen correctly	PASS	
		10	click inside the input field and enter a space				
		11	click start	game should display error message and clear input field	error message appears correctly and input field reset	PASS	
		12	click in input field and enter a name that is less than 15 characters and contains no spaces		game changes to classic game screen correctly	PASS	
		13	press enter	game should change to classic game screen - the name you entered should appear in the scoreboard top left	player name displayed correctly	PASS	
		14	click on the quit button, then the quit button inside the modal	game should return to main menu	game changes to main menu correctly	PASS	
		15	click on play classic	game should change to enter name screen	game changes to enter name screen correctly	PASS	
		16	click inside the input field				

		17	press enter without inserting spaces or characters	the game should change to the classic game screen with the name Mystery Person displayed in the player name area of the scoreboard	game changes to classic game screen correctly with correct Mystery Person name displayed	PASS	
		18	click on the quit button, then the quit button inside the modal	the game should return to the main menu	game changes to main menu correctly	PASS	
		19	click on the play spock button	game should change to enter name screen	game changes to the enter name screen correctly	PASS	
		20	hover mouse over back button top left of central box	icon should change colour to red	icon changes colour correctly	PASS	
		21	click on back button	game should return to main menu	game changes to main menu correctly	PASS	
		22	click on the play spock button	game should change to enter name screen	game changes to enter name screen correctly	PASS	
		23	click inside the input field and enter "aBc DeF"				
		24	press enter	game should display error message and clear input field	game displays the error message correctly and clears the input field correctly	PASS	
		25	click back button	game should return to main menu	game changes to the main menu correctly	PASS	
		26	click on the play spock button	game should change to enter name screen	game changes to the enter name screen correctly	PASS	
		27	click inside the input field and enter a space				
		28	click start	game should display error message and clear input field	game displays the error message correctly and clears the input field correctly	PASS	
		29	click in input field and enter a name that is less than 15 characters and contains no spaces				
		30	press enter	game should change to classic game screen - the name you entered should appear in the scoreboard top left	game changes the classic game screen correctly and displays the name entered correctly	PASS	
		31	click on the quit button, then the quit button inside the modal	game should return to main menu	game changes to the main menu correctly	PASS	
		32	click on the play spock button	game should change to enter name screen	game changes to the enter name screen correctly	PASS	
		33	click inside the input field				
		34	press enter without inserting spaces or characters	the game should change to the classic game screen with the name Mystery Person displayed in the player name area of the scoreboard	game changes to the spock game screen correctly and displays the Mystery Person name correctly	PASS	
		35	click on the quit button, then the quit button inside the modal	the game should return to the main menu	game returns to main menu correctly	PASS	
TC017	Visual confirmation of dark mode						
		1	Navigate to <a href="https://mattbcoding.github.io/ufoduel/">https://mattbcoding.github.io/ufoduel/</a>		settings modal opens correctly	PASS	
		2	click on the settings button to open the settings modal	the toggle switch should move to the opposite side	toggle switch moves correctly	PASS	
		3	click on the colour mode toggle switch	the colour scheme in use should change immediately	the colour scheme changes correctly	PASS	
		4	click outside the modal to close the modal	the modal should close	the modal closes correctly	PASS	
		5	Visually confirm the following				
		6	the background image appears to be darker than the previous background	confirmed	confirmed	PASS	
		7	the sun has been removed on the left hand side of the title bar	confirmed	confirmed	PASS	
		8	the moon has been inserted on the right hand side of the title bar	confirmed	confirmed	PASS	
		9	the sky colouring has become darker	confirmed	confirmed	PASS	
		10	there are animated ufo's descending to earth in the sky	confirmed	confirmed	PASS	
		11	the animated ufo's descend to the earth and disappear in between the mountains	confirmed	confirmed	PASS	
		12	the ufo's descending repeats continually	confirmed	confirmed	PASS	
		13	the title and button styling has changed to the darker colour scheme of dark grey, grey and yellow.	confirmed	confirmed	PASS	
		14	click play classic	the enter name screen should open	game changes to enter name screen correctly. Elements in correct colour	PASS	



		15	confirm back button, enter name label, and start button have all changed colour	confirmed	confirmed game changes to classic game screen correctly. Elements in correct colour scheme	PASS	
		16	click on start button	game should change to classic game screen		PASS	
		17	the selectable ufo's should now be in a darker grey and the light beam should be a light blue in colour. The Boss ufo should still be red	confirmed	confirmed	PASS	
		18	the scoreboard, rules button and quit button are all in the darker colour scheme	confirmed	confirmed rules modal opens correctly with correct content	PASS	
		19	click on the rules button	the rules modal should open		PASS	
		20	confirm the modal colour scheme has changed, the title should be in white, with the main text in yellow. The background of the title should be a darker grey than the interior of the modal.	confirmed	confirmed	PASS	
		21	click outside the modal to close the modal	the rules modal should close	modal closed correctly	PASS	
		22	click on the quit button	the quit game modal should open	quit modal opens correctly	PASS	
		23	confirm the modal colour scheme has changed, the title should be in white, with the main text in yellow. The background of the title should be a darker grey than the interior of the modal.	confirmed	confirmed	PASS	
		24	click on the quit button inside the quit modal	the game should return to the main menu	game changes to main menu correctly game changes to enter name screen correctly	PASS	
		25	click play spock	the enter name screen should open		PASS	
		26	confirm back button, enter name label, and start button have all changed colour	confirmed	confirmed game changes to spock game mode correctly	PASS	
		27	click on start button	game should change to spock game screen		PASS	
		28	the selectable ufo's should now be in a darker grey and the light beam should be a light blue in colour. The Boss ufo should still be red	confirmed	confirmed	PASS	
		29	the scoreboard, rules button and quit button are all in the darker colour scheme	confirmed	confirmed rules modal opens correctly with correct content	PASS	
		30	click on the rules button	the rules modal should open		PASS	
		31	confirm the modal colour scheme has changed, the title should be in white, with the main text in yellow. The background of the title should be a darker grey than the interior of the modal.	confirmed	confirmed	PASS	
		32	click outside the modal to close the modal	the rules modal should close	modal closed correctly	PASS	
		33	click on the quit button	the quit game modal should open	quit modal opens correctly	PASS	
		34	confirm the modal colour scheme has changed, the title should be in white, with the main text in yellow. The background of the title should be a darker grey than the interior of the modal.	confirmed	confirmed	PASS	
		35	click on the quit button inside the quit modal	the game should return to the main menu	game changes to main menu correctly	PASS	
		36	click on the play classic button	the game should open the enter name screen	game changes the name screen correctly	PASS	
		37	click on the start button	the game should enter the classic game screen	game changes the game screen correctly	PASS	
		38	play the game until the end screen appears, either a win or loss.				
		39	confirm end game screen colour scheme has changed, the title should be in white, with the main text in yellow. The background of the title should be a darker grey than the interior of the modal. The back to menu button should have yellow text.				
TC018	Test Keyboard functionality						
TC018A	main menu navigation	1	Navigate to <a href="https://mattbcoding.github.io/ufoduel/">https://mattbcoding.github.io/ufoduel/</a>	the first button, play classic should gain an outline showing it is focused.	first button is focused. correctly	PASS	
		2	press the tab key				
		3	press the tab key to cycle through the menu options, on reaching the settings button press shift + tab to navigate through the options backwards	the navigation should occur in the correct order	navigation changes in correct order	PASS	
TC018B	rules modal navigation	1	navigate to the rules button with the tab key				
		2	press enter	the rules modal should open	rules modal opens correctly	PASS	



				the game tile animation should start taking the tile out of the screen. Then the tile selected should re-enter the screen and fly to the lower location, play the round and then fly out. The returning game tile to the original location should retain the focus.			
		10	press enter to select the rock game tile		animation operates correctly	PASS	
		11	continue playing the game with the keyboard until you reach the end screen		all tiles animate correctly	PASS	
		12	selecting different tiles to ensure each one works		button gains the focused element outline correctly	PASS	
		12	press tab	the back to menu button should gain focus.		PASS	
		13	press enter	the game should return to the main menu	game changes to main menu correctly	PASS	
TC018E	spock game navigation	1	select the play spock button using the tab key	the button should gain an outline indicating the button focused upon	button gains the focused element outline correctly	PASS	
		2	press enter	the game screen should change to the enter name screen	game changes the name screen correctly	PASS	
		3	press tab	the back button should gain focus and change colour to red	back changes colour and gains focus outline correctly	PASS	
		4	press tab	the input field should gain focus and a typing indicator should appear	input gains focus and typing icon appears correctly	PASS	
		5	press tab	the start button should gain focus	start button gains focus correctly	PASS	
		6	press enter	the game should change to the spock game screen	game changes the game screen correctly	PASS	
		7	press tab	the first game tile "lizard" should gain a focus outline indicator	lizard gains the focus outline first correctly	PASS	
		8	press tab to cycle through the game tiles and buttons	the focus indicator should move between the game tiles first, in order, then onto the rules buttons then quit button. The game tile order should be top row left to right, middle row left to right then buttons left to right	focus outline changes order correctly	PASS	
		9	navigate to the rock game tile using the tab key	the rock game ufo should gain an outline	rock tile gains an outline correctly	PASS	
		10	press enter to select the rock game tile	the game tile animation should start taking the tile out of the screen. Then the tile selected should re-enter the screen and fly to the lower location, play the round and then fly out. The returning game tile to the original location should retain the focus.	animation operates correctly	PASS	
		11	continue playing the game with the keyboard until you reach the end screen				
		12	selecting different tiles to ensure each one works		back to menu button gains focus outline correctly	PASS	
		13	press tab	the back to menu button should gain focus.		PASS	
		13	press enter	the game should return to the main menu	game changes to main menu correctly	PASS	